<u>IN THE CLAIMS</u>

1.   (Currently Amended) A ~~computer-implemented~~ method <u>for presenting</u> ~~of providing~~ user requested music <u>via an interface</u>, comprising:

receiving user input defining a plurality of music search attributes, wherein at least one of the plural music search attributes describes an emotional quality of the music content, wherein the emotional quality indicates whether the music content is at least one of intense, happy, sad, mellow, romantic, heartbreaking, aggressive, and upbeat; [[and]]

searching for one or more music samples based upon the user provided search attributes<u>; and</u>

<u>presenting via the interface one or more music samples to the user based upon the user provided input</u>.

2.   (Canceled).

3.   (Currently Amended) The method of Claim [[2]] <u>1</u>, further comprising:

determining if the user wants to buy any of the presented music samples.

4.   (Previously presented) The method of Claim 3, further comprising:

determining if the user wants to sample another set of music samples having at least one attribute similar to the music the consumer wants to buy.

5.   (Previously presented) The method of Claim 3, further comprising:

determining if the user wants another set of music samples having at least one attribute different than the music the consumer wants to buy.

6.   (Canceled).

7.	(Canceled).

8.	(Currently Amended) A ~~computer-implemented~~ method for presenting ~~of providing~~ user requested music via an interface, comprising:

receiving user input defining a plurality of music search parameters including at least one attribute, wherein at least one attribute describes a situational quality of the user requested music, wherein the situation quality indicates whether the music content is for at least one of a workout, a shopping mall, a dinner party, a dance party, a slow dance, and for studying; [[and]]

searching for music samples based upon the user provided search parameters; and

presenting via the interface one or more music samples to the user based upon the user provided input.

9.	(Currently Amended) A ~~computer-implemented~~ method for presenting ~~of providing~~ user requested music via an interface:

receiving user input defining a plurality of music search parameters including at least one attribute, wherein at least one attribute describes a sound quality vector of the user requested music, wherein the sound quality vector indicates whether the music content has at least one of a strong beat, a simple beat, a groove-type rhythm, a speech like sound, and an emphasis on a melody; [[and]]

searching for music samples based upon the user provided search parameters; and

presenting via the interface one or more music samples to the user based upon the user provided input.

10.   (Currently Amended) A ~~computer implemented~~ method _for presenting_ ~~of providing~~ user requested music _via an interface_, comprising:

receiving user input defining a plurality of music search parameters including at least one attribute, wherein at least one attribute describes a vocal quality of the user requested music, wherein the vocal quality indicates whether the music content includes at least one of a sexy voice, a smooth voice, a powerful voice, a great voice and a soulful voice; [[and]]

searching for music samples based upon the user provided search parameters_; and_

presenting via the interface one or more music samples to the user based upon the user provided input.

11.   (Canceled).

12.   (Canceled).

13.   (Currently Amended) The method of Claim [[12]] _8_, further comprising:

determining if the user wants to buy any of the presented music samples.

14.   (previously presented) The method of Claim 13, further comprising:

determining if the user wants to sample another set of music samples having at least one attribute similar to the music the consumer wants to buy.

15.   (previously presented) The method of Claim 13, further comprising:

determining if the user wants another set of music samples having at least one attribute different than the music the consumer wants to buy.

16.   (Canceled).

17.   (Currently Amended) The method of Claim [[16]] _9_, further comprising:

determining if the user wants to buy any of the presented music samples.

18.   (previously presented) The method of Claim 17, further comprising:

determining if the user wants to sample another set of music samples having at least one attribute similar to the music the consumer wants to buy.

19.   (previously presented) The method of Claim 17, further comprising:

determining if the user wants another set of music samples having at least one attribute different than the music the consumer wants to buy.

20.   (Canceled).

21.   (Currently Amended) The method of Claim [[20]] 10, further comprising:

determining if the user wants to buy any of the presented music samples.

22.   (previously presented) The method of Claim 21, further comprising:

determining if the user wants to sample another set of music samples having at least one attribute similar to the music the consumer wants to buy.

23.   (previously presented) The method of Claim 21, further comprising:

determining if the user wants another set of music samples having at least one attribute different than the music the consumer wants to buy.